

Lulu Kingsbury

Occult Crime Boss

Reality is the fusion of opposites. An old Chinese mystic, explained that to you. In the evenings after he finished building the railways, he would teach you the secrets of the universe. And the uniting of opposites is central to that. Knowing this, you can work wonders.

Mainly subtle wonders, though. The celestial's arcane tricks will help you out in little way, but you can't be shooting fire from your hands or summoning angels or anything. The old railroad worker didn't even think it was magic at all, just being better at what you are. You recognize that there's no way it could work in ways scientists understand. So it's magic.

Your magic is all about paradox, the union of two opposed forces into something greater. If you can make someone else act counter to their basic nature, then you can gather magical energy from that essential tension. Make a priest renounce their faith, or a faithful wife leave her husband, then you can gain power from that (*describe to a GM how you made someone violate their true nature to earn additional counters*).

Using your magical means, you have improved your lot in life substantially. When you met the ancient Chinese man, you were a penniless orphan. Using what he taught you has let you become the richest person in this entire state. You have set yourself up pretty nicely, in that the local crooked sheriff, **Roy Slade** is basically working for you. Once, he was an honest sheriff, but a lawbreaking lawman is worth a lot to you. You feed him information and advice you magically gather, he passes some of his graft on to you. Right now he's busy hunting after this outlaw called the "**Black Hood Bandit**". It doesn't do you any good letting an uncontrolled outlaw run wild in your territory. Apparently Slade organized this poker tournament to catch the outlaw? You don't know how that'll work, but Slade probably knows what he's doing.

Through Slade and your magical workings, you have pretty tight control over everything that happens in **Providence Junction**. You learned through magical means that **Bedelia Derrick** used to be a criminal, and she's deathly afraid someone in town will find out. You use this to keep her blackmailed and scared of you. She won't do anything to harm you, or her secret comes out.

Most of the time you control the town, anyway: right now you're troubled by a magical upstart. After some divinations and rituals and such, you have determined that town newcomer **Delilah Allen** is also working magic. Not your sort of magic, though: she seems to work some kind of story based magic. Divinations indicate that she has it out for you: she's definitely hostile, though you have no idea why. If you can just figure out what story Allen is aping, then you could maybe hijack the narrative and turn it against her somehow. If you can't do that, you'll just have to figure out some other way to keep her from endangering the good stuff you have going on here.

For anything outside of town, you hire **Hannah Brownfield** to help you. She's no more than a wandering thug, but she gets whatever job you need done. No matter how illegal or immoral, which is always good. She even killed a sheriff for you a while ago, no questions asked. (Sheriff Winthrop wouldn't play ball, so you replaced him with someone willing to be on your payroll. nothing personal, just business.) You haven't quite figured out how to make Brownfield into a magical power source, though: maybe you can find her a conscience somehow?